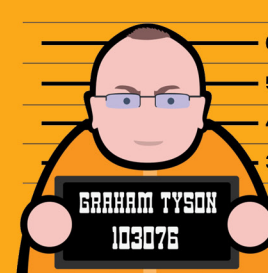


THE ART OF PRISON ARCHITECT

BUILD AND MANAGE A MAXIMUM SECURITY PRISON





01 THE BEGINNING

It was a dark time. Our previous Xbox 360 project had catastrophically failed and the next game in development (Subversion) was shaping up to be an equally spectacular flop. The staff had been fired, the office doors locked and what little cash we had to continue to pay our personal bills was slowly dripping away.

We needed immediate action, a plan to get us off the ropes and back in the game. We needed to graft harder than we had ever worked before, learning the lessons of the past and tirelessly working to turn them into a future for our beloved Introversion Software. Mark desperately reached out to all our contacts to find some bridge funding to get us to the next prototype and Chris... well Chris went on holiday.

That's the funny thing about ideas, some of them are like newborn babies: they need to be spoon-fed and nurtured and have their bums cleaned in the middle of the night.

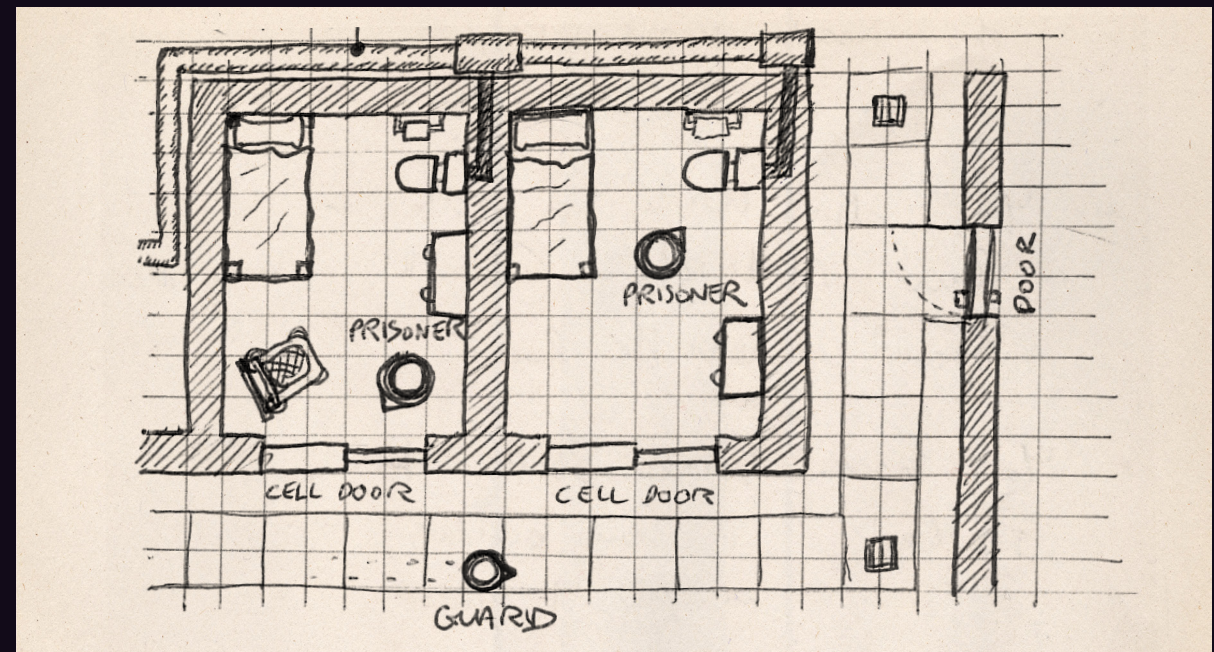
But others... Other ideas are like the ignition of a rocket: instant, complete, immense. And so it was with Prison Architect. Whilst staring at the mechanism that allowed jailers at Alcatraz to simultaneously open multiple cell doors, Chris had an epiphany.

Introversions next game would be all about building and managing prisons.



Pictures of Alcatraz from Chris Delay's holiday to San Francisco

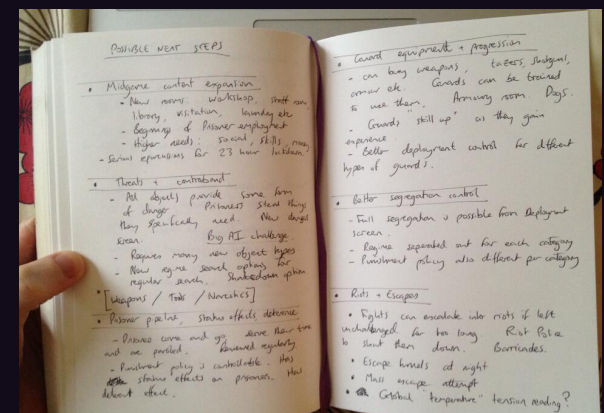
02 THE NEXT STEPS



On the plane back from San Francisco, Chris' pen didn't stop moving. He filled notebook after notebook with sketches and ideas for the game. He'd already named it Prison Architect, he knew it was about dragging prison walls to construct an environment in which to incarcerate simulated prisoners, but the more he wrote, the more he realised the endless possibilities and scope. The ideas were flowing faster than his pen could scratch them down and by the time the plane touched down he was buzzing with excitement (less so his wife who had been utterly ignored for the previous 11 hours).

Bringing the idea to Mark, the pair reverted to their classic producer / director roles. Mark secured a Humble* Introversion bundle which generated enough cash to fund the development of a concept whilst Chris found an artist. Everything we'd done in the past had relied on Chris' artistic skills which pretty much amounted to (good) programmer art. We were both bored of this and we wanted to find a new look. We loved what Ryan Sumo had done with SpaceChem so we enlisted him to start sketching ideas for PA.

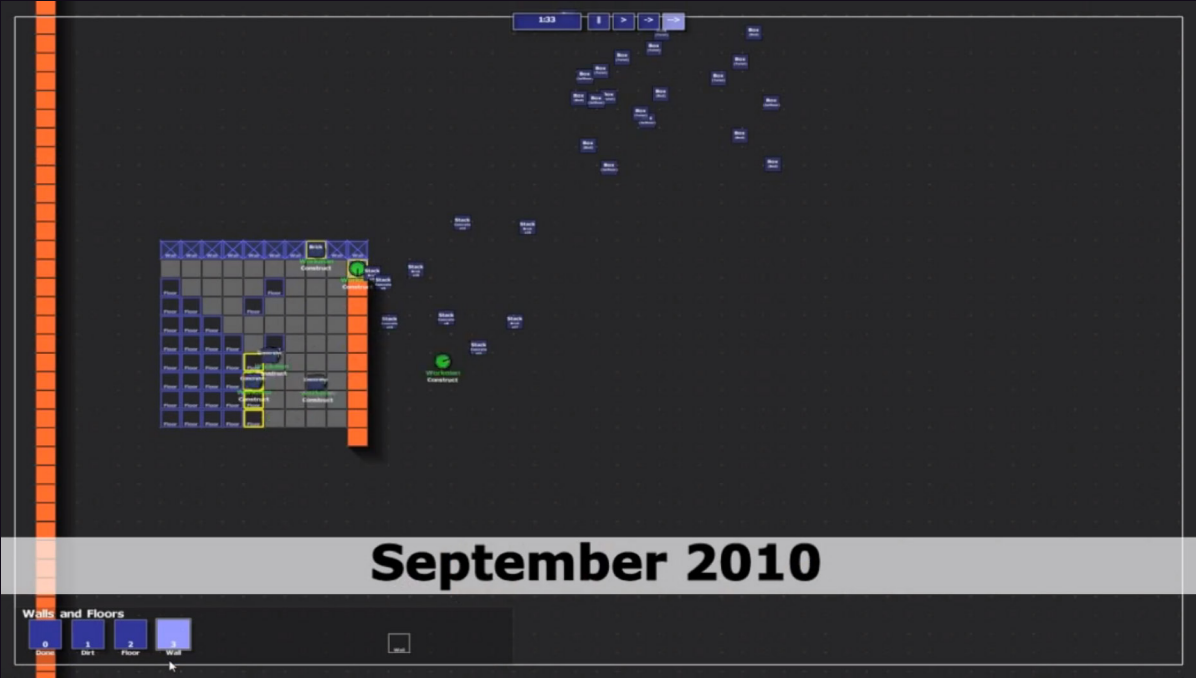
We enlisted our audio wizard of old - Al Lindsay, reached out to Gary, Leander and Andrew (our dutiful programmers who had been forced to find work elsewhere whilst we found our feet). We'd put the old team back together.



Chris' notebook about midgame expansion, contrabands, guard equipment and escaping prisoners.

*I cannot state this clearly enough, without the help of the Humble Bundle guys, there would be no Prison Architect and there would be no Introversion Software. Our heartfelt gratitude to Jeff, John, Will and the rest of the HB team. See you on the disk golf course fellas!

03 FINDING THE ART STYLE



How the very first prototype of Prison Architect looked

Date:	Feb 11, 2011 at 21:52	Date:	Feb 11, 2011 at 19:56 GMT-5
Subject:	Interested in working with Introversion Software?	Subject:	Re: Interested in working with Introversion Software?
From:	Chris Delay	From:	Ryan Sumo
To:	Ryan Sumo	To:	Chris Delay

Ryan,

Would you be interested in discussing working with Introversion Software on our next game? We are the indie developers behind Uplink, Darwinia, DEFCON and Multiwinia, and we have a new project currently in development that requires a talented 2d artist such as yourself. I've had a screenshot of SpaceChem in my "Visual Style Ideas" folder for a while now, and today I found your portfolio website and had a look. I really like the visual style you've used in SpaceChem and think it would work great for our new project.

If you are interested let me know and we can discuss the details.

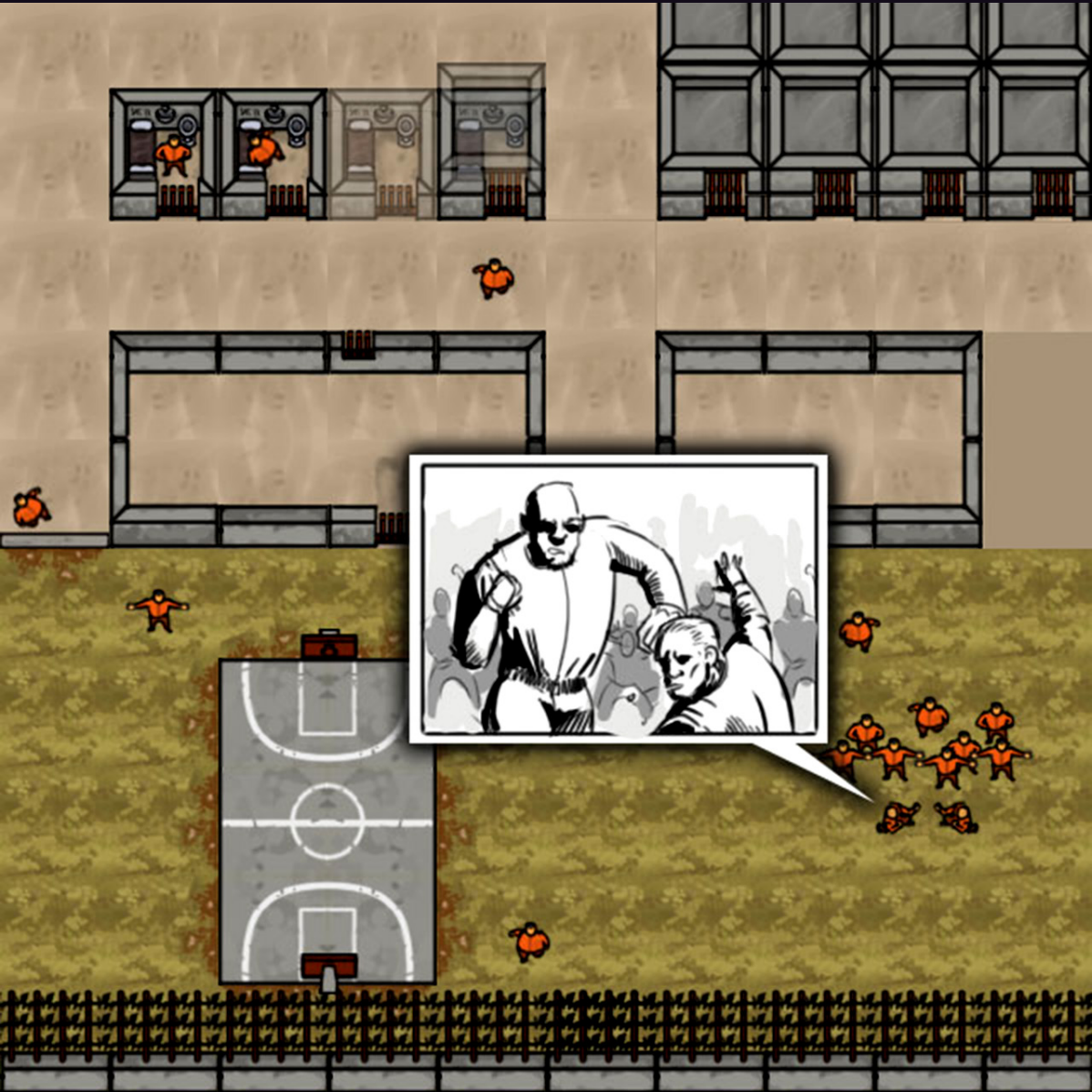
Regards
Chris Delay
Introversion Software

Chris,

Thanks for getting in touch with me! I'm well aware of your games and must admit my eyes widened a little bit when I saw "Introversion Software" in my inbox.

I appreciate the compliments on SpaceChem and would be very interested in learning more about your next project.

Cheers,
Ryan Sumo

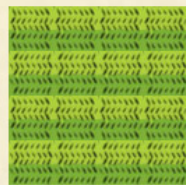
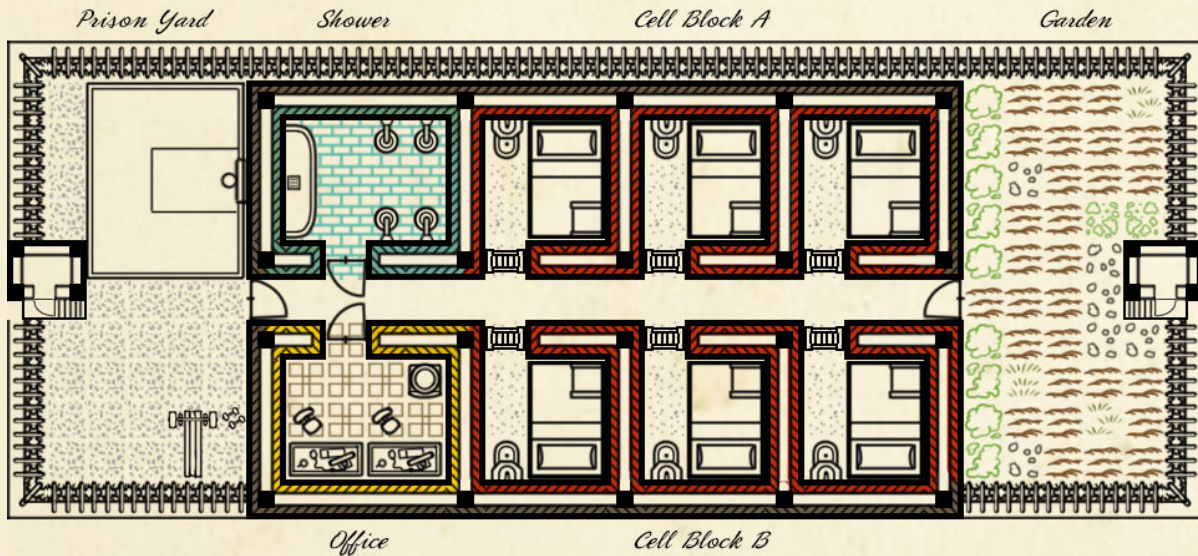


Ryan Sumo:
After the initial shock of realising that I was now working with Introversion, we immediately got to work.

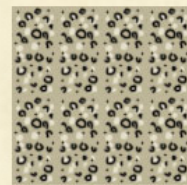
The very first art concept created for Prison Architect. This is also where the idea for the polaroids came from.

We might have discussed other ideas in the beginning, but it soon became clear that we were going for a top-down view. Chris had approached me because he liked the art of SpaceChem, so my initial mock-ups tried to integrate that style with the prison theme. The event alerts which would eventually become polaroids were also discussed pretty early on and so were included in this mock-up. Despite some major changes, you can clearly see the progression from the first concepts to the final game.

That fight scene polaroid also evolved, and you can see its final incarnation on page 26.



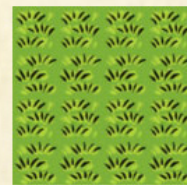
trimmed grass



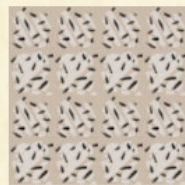
gravel/
rough concrete



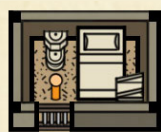
dirt



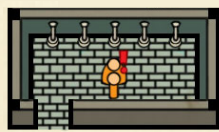
rough grass



concrete



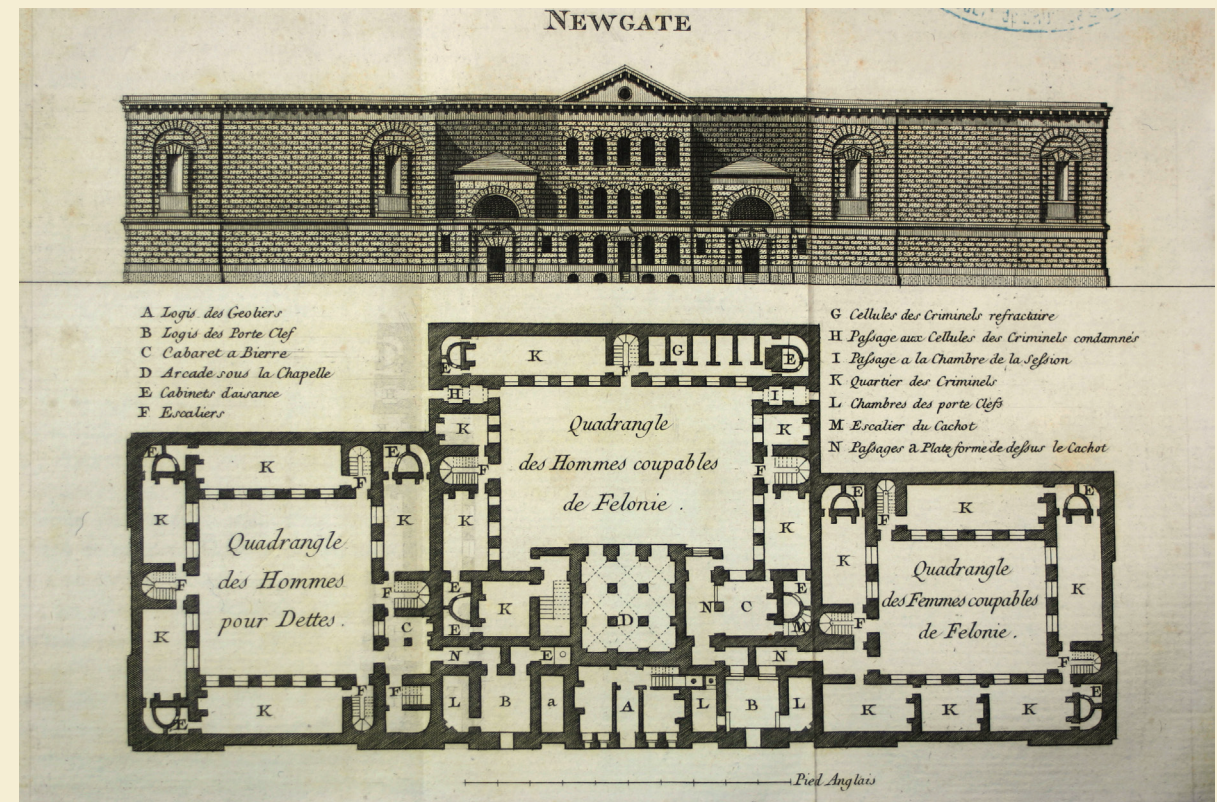
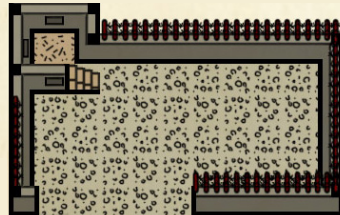
Cell



Shower



Office

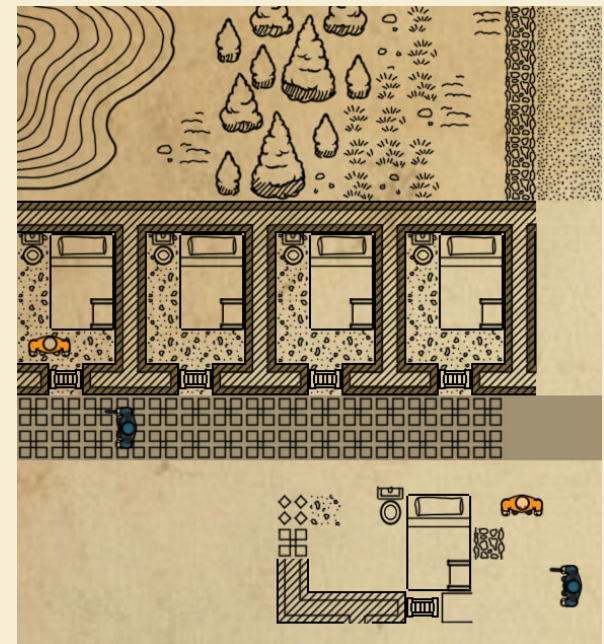


Ryan Sumo:

After trying to improve on the original ideas I did some research on prison architecture and was inspired to make some new mock-ups in a wildly different artistic direction. This look would pay homage to both architectural drawings as well as Introversions history of minimalist looking games.

Initially, we all liked this style and agreed it would make the game look unique, however as time rolled on, we slowly inched back to the more "realistic" style. This approach was not without its drawbacks. There was concern that the coloured overlays Chris had in mind for the game would overpower this stripped down style.

Over the next few weeks I tried to blend the two styles, although as you'll see on the next page we ultimately abandoned this art direction for the game. While I'm happy with the direction we took, it would be awesome if someone modded the game with this style to see if it could actually work!

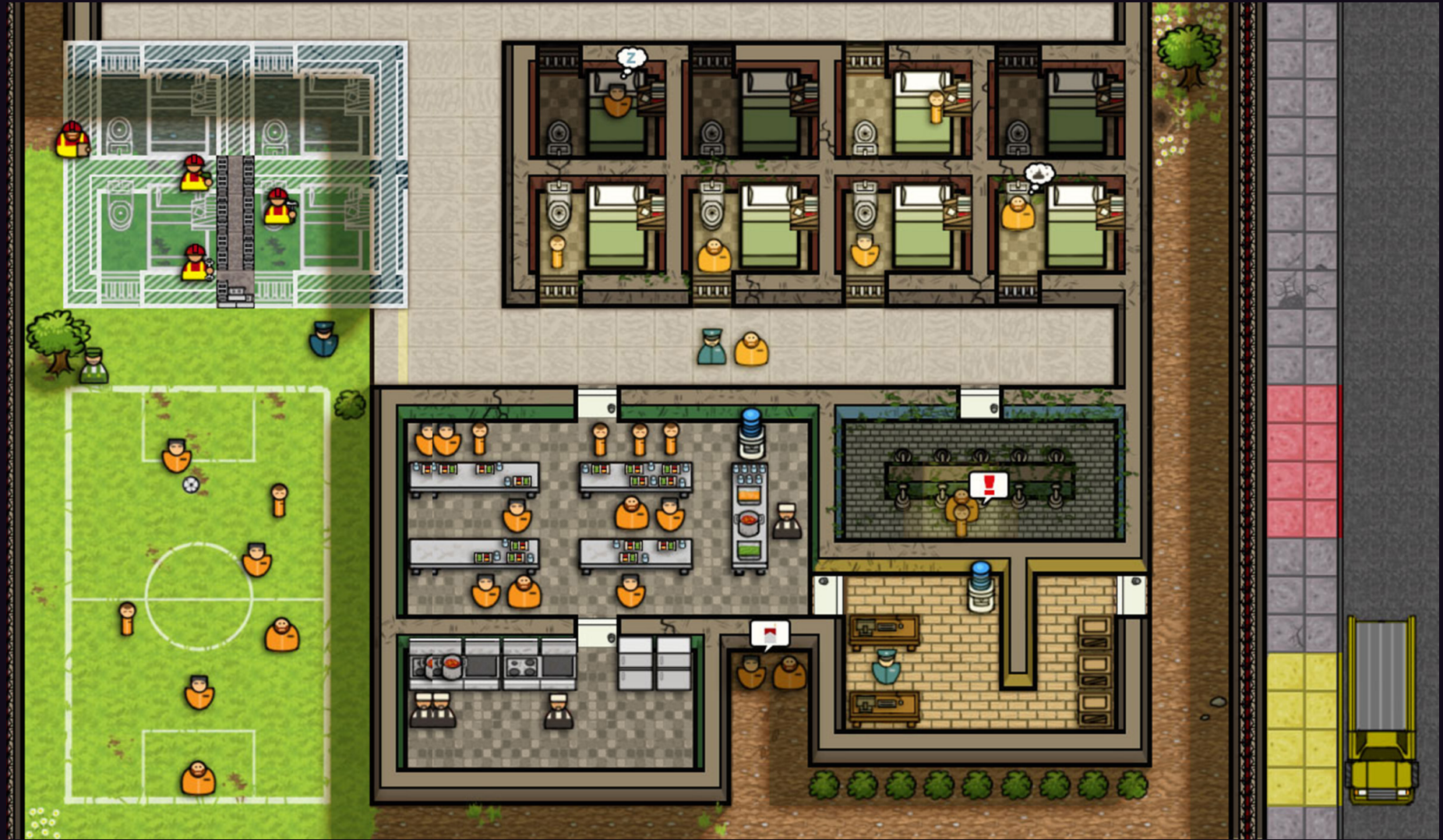




While the previous art direction was abandoned, certain aspects of it evolved and made it to the final look of the game. For example in the previous pages, keen-eyed players might have noticed that the walls were colour-coordinated. Even then I was already looking at ways to clearly delineate different areas of the prison. I extended the coloured walls concept to this near-final version of the artwork, but it was ultimately abandoned because of the sheer number of room types that the guys had in mind. The colours made a comeback though, as they were used as the basis for organising and colouring the different UI buttons.

The iconic Prison Architect prisoners were also born from the scaled-down graphic style in the previous art direction. If you take a look at the original concept the prisoners were more fully articulated with complete limbs, which would have been a nightmare to animate! These iconic prisoners were also surprisingly emotive, and their cute look helped to ease the player into the game despite its sometimes dark subject matter.

The blueprint look was also not completely lost. While we'd decided that it would not work for the overall look of the game, it eventually became the basis for the "planning" aspect of the game, where players get to lay down their designs like an architect before actually building over them.



The iconic prisoners take cues from the graphic design of signages, but were also inspired by Nintendo's Miis.

Early Prison Architect development timeline





An example of a medium-sized prison from the final version. "Some of the prisons created by our users are much more elaborate than what I'd ever come up with" - Chris Delay.

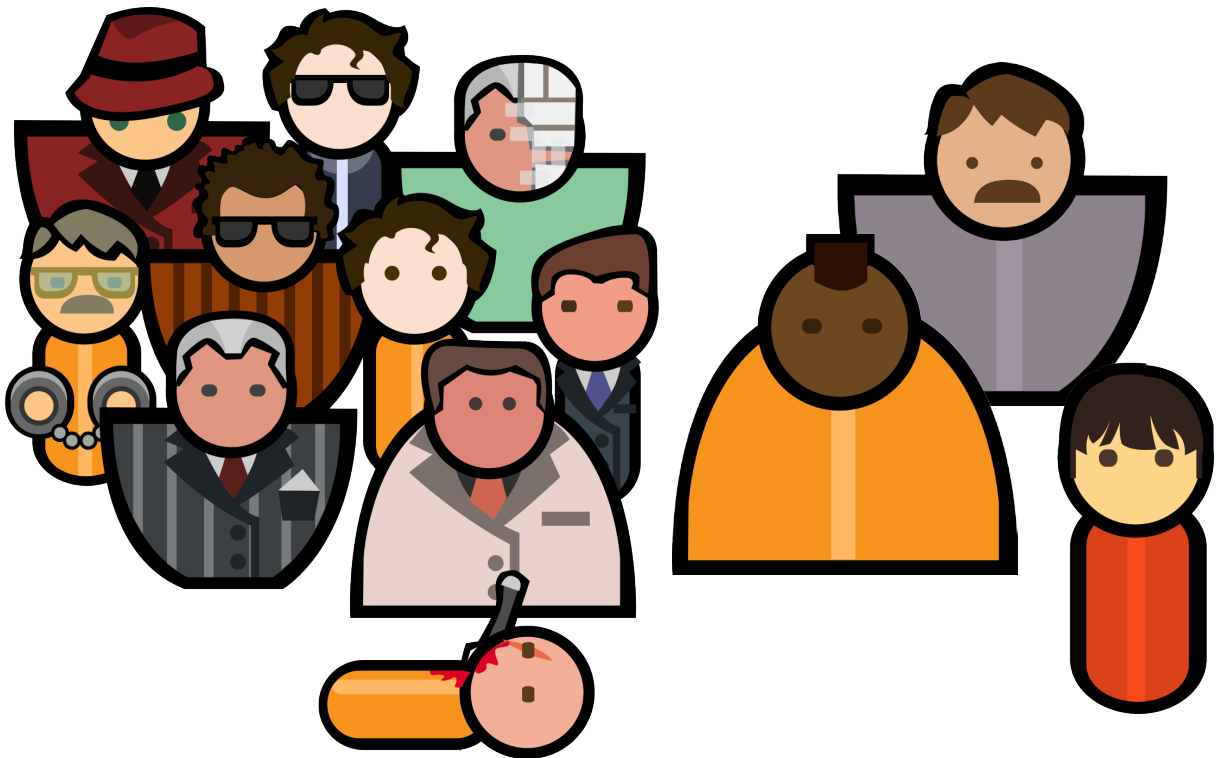
Prison: Green Beach Prison
By: BeardedSoul

04 PRISONERS



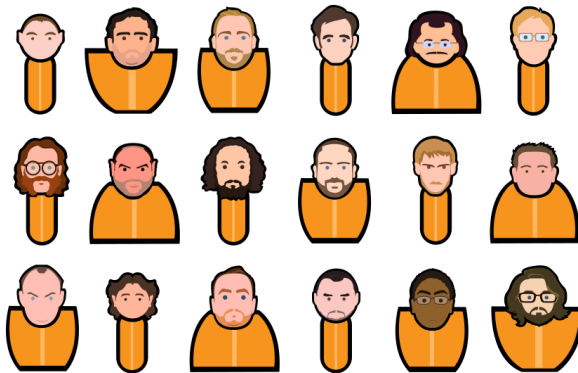
Infinite Diversity in Infinite Combinations
Each prisoner is a combination of different body types, head styles and skin colours leading to an incredible visual richness. This approach to styling is mirrored by the

underlying Artificial Intelligence model which combines different character traits, moods and needs to create a behavioural richness that calls the gamer to play again and again and again.



Legendary Prisoners
Stagger Lee, Charles Bronson, Al Capone: legends in their own lockups. Life would be boring if it wasn't for these extraordinary characters that just refuse to be tamed. Just when you think that you have the perfect prison one of these guys will turn up and create absolute havoc: lighting fires, starting riots or just picking fights, you can never truly relax if one of these psychos turn up.

How Dangerous?
Not all crimes are equal and not all prisoners are cast from the same mould. The categorisation system allows you to separate fraudster from murderer, drink driver from sex offender. A prisoner's category will influence his desire to escape and fight and by segregating the prison you can make a much more effective use of your guards and resources.

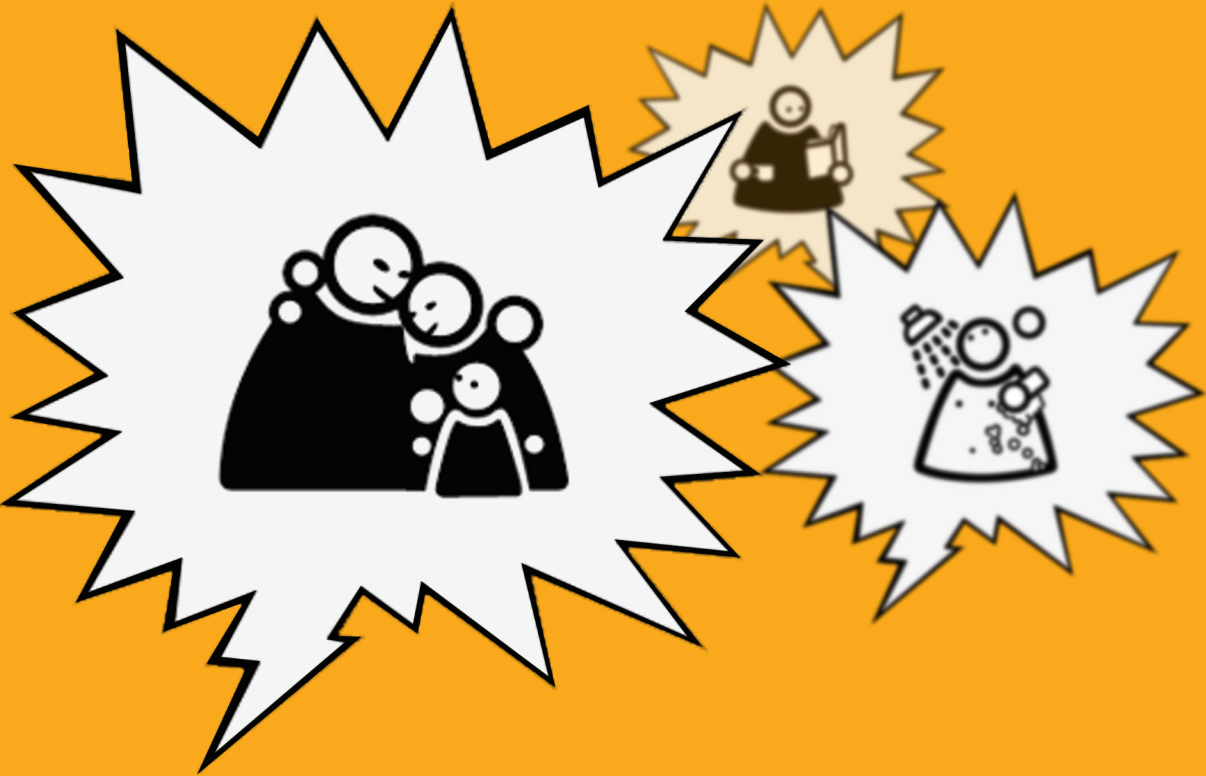


Digital-Immorto-Criminalise
Prison Architect was funded by the community of players and for those willing to donate \$250 or above we wanted to give something truly special. We found that Ryan had an incredible talent for creating caricatures and we ended up with over 100 "face in the game" prisoners.

05 PRISONER BIOS AND NEEDS

There is no enemy army in Prison Architect, no dangerous environment that takes skill and control to navigate; the challenge comes from maintaining order which boils down to controlling prisoners. We were keen to allow the player to be nice or nasty: subdue with a whip or chasten with mercy. Each prisoner has a set of needs ranging from a base requirement to eat and use the toilet right

up to a “family need” to connect with the outside world. There are systems in the game to meet each need, but with their own special drawbacks - toilets require pipes along which prisoners tunnel more quickly, visitation rooms are a great source of contraband from the outside world. However nice you are, there is always a price...



Window To The Soul
It's no good having prisoners running around the prison with their own hopes, dreams and desires. Without a visual cue to aid the player in understanding what's causing the friction it would be impossible to take any action.

Et voila! The notification system gives a clear and timely visual overlay of the prisoners present state of mind.



Biography

Character

Experience

Grading

Dean “7-Iron” McCabe X



Category:

Normal Security

Age: 49

Search Prisoner

Search Cell

Search Cell Block

Punish

Biography

McCabe bludgeoned 3 fellow golfers to death after one sneezed while he was putting for the club record score. He missed, no one would own up so he killed all 3

Sentenced to 4 years for InsiderTrading.

Family: Ex-Wife(50), Mother(72)

Convictions

- InsiderTrading – 4 years (Plea: Not guilty)
- IndieVideoGamePiracy – 4 years (Plea: Guilty) Served
- MoneyLaundering – 6 years (Plea: Guilty) Served
- CounterfeightingCurrency – 2 years (Plea: Guilty) Served

Served 0,7 years

4 years

About Prisoner Bios
No one wakes up and finds themselves incarcerated. There is a history, a crime, a background. Every prisoner has a complex backstory that's used by the game to calculate the prisoners characteristics and re-offending rate. Backers of Prison Architect in its alpha who were generous enough to pay \$50 or more were able to customise these bios and lend colour and flavour.

06 GUARDS AND STAFF



Staff

They call it the Prison Industrial Complex, the industry that springs up around the business of punishment, reform and public protection. In the US it's worth around \$2 billion / year and in Prison Architect we nod to this with the vast array of personnel that help keep the prisons running.

Teams of guards, builders, medical staff and cooks all keep things ticking over whilst the riot police and army are standing by for when it all goes wrong. Religious leaders, teachers and psychologists all help with the tricky business of reformation whilst lawyers on all sides fight to keep things "honest".

07 WEAPONS, ROOMS & CONTRABAND



Bars on the Windows and Locks on the Doors

There are nearly 30 different types of room ranging from the simple cell to the mad rush of the canteen. Each of the room types has a certain set of requirements before it can be used to fulfil its purpose and there are almost 100 different objects that can be placed in the rooms.

Most of the objects interact with the prisoners and either meet a need (allowing a prisoner to phone home on a pay phone) or provide a source of contraband - make sure you've got some metal detectors on the entrance to the kitchen!

I want to get High, so High

Prisoners scheme. They crave drugs, they crave freedom, they crave security. When they formulate a goal they'll start having a think about what they need to achieve that goal and make use of the contraband smuggling network that will be permeating the darker corners of your penitentiary. From tunnelling out with a spoon to a full-scale riot with a machine gun, you'll need to be on your toes to control the nasties that they've got shoved down their pants.



08 USER INTERFACE

It took a few iterations to get the user interface to work. We wanted richness and complexity to be key themes driving the design philosophy and that resulted in many tens of construction materials, objects and room types. This required a high standard of iconography to communicate to the player exactly what he is about to place, whilst using the minimum screen space.

Ryan excelled in mixing clarity with brevity to deliver a design that looks beautiful, but is also incredibly functional. No one has ever commented on the interface... and that is how we know we got it right.

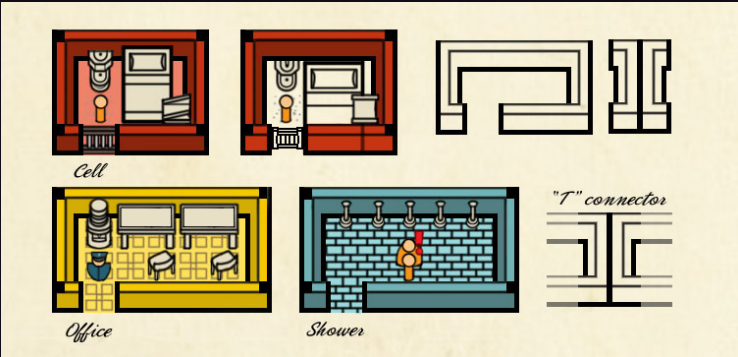


Icons to notify the player of important occurrences around the prison.



First version of icons

The final icons used in Prison Architect



The current UI takes some colour cues from the previous "blueprint" art direction. When creating art for games, a lot of stuff can end up in the dustbin, but there will always be bits and pieces that make it through to the end!

09 CHARACTER SKETCHES

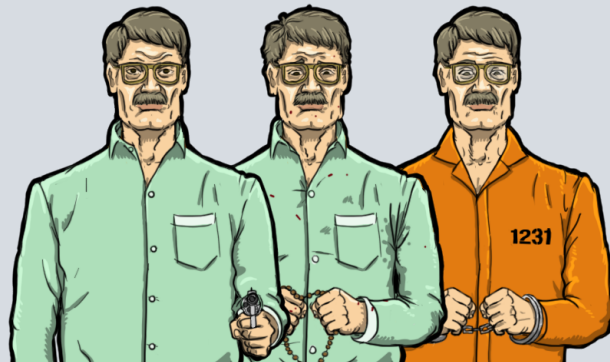


Ryan Sumo:
Here you can see the process of creating the characters for the mission sequences in the game. These are from our mafia storyline in chapter 2. The look of the Don went through a lot of different variations. At one point he was even the kitchen cook!

Eventually I took my inspiration from the Godfather, and keen eyed players should be able

to spot some homages to my favorite TV shows in the characters and polaroids throughout the game. The brothers were created independently of any reference, and here I was inspired by animation. I wanted to make sure that they were clearly different, and that meant making one of them round and pudgy and another one tall and lanky. This helps define them both in the game and in the numerous polaroids in which they are featured.

10 ADVISORS AND CHARACTERS



We didn't just want to set a game in a prison, we wanted to tell a story. Prisons bring all parts of society into one highly-controlled (at least it would appear on the surface) melting



pot. Everyone has an opinion - prisons aren't tough enough or prisons don't work. There are social issues, moral issues, psychological issues and philosophical issues and we wanted to



meaningfully explore these topics through the lens of a video game. During early showings of the game we stood behind players who had completed the introduction and watched them sit for a few seconds, stunned by what they had just endured.

The depth of emotional impact that can be achieved within a video game far surpasses any other medium, because of the interactivity - *you caused* this to happen - you didn't just sit back and watch it.

With Chris Hasting's exceptional writing talent and Ryan's ability to bring the characters to life visually, the narrative component of Prison Architect is a part of the game of which we are particularly proud.



'11 POLAROIDS

Prisons are gritty, tough places. A horrible microcosm of society that reflect an earlier time when life was nasty, brutish and short. In early iterations of Prison Architect we found that the cartoon characters weren't evoking the emotional response which we were looking for and we needed a way to up the impact.

This is where Ryan really stepped up with beautiful and haunting designs that litter the prisons and provide a much needed insight into what is going on.

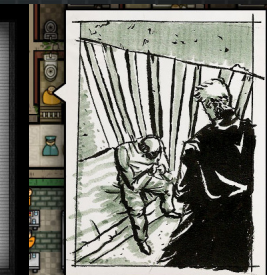
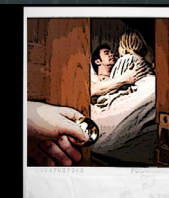
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This is where Ryan really stepped up with beautiful and haunting designs that litter the prisons and provide a much needed insight into what is going on.

This is where Ryan really stepped up with beautiful and haunting designs that litter the prisons and provide a much needed insight into what is going on.



Each image carefully illustrates a particular moment in the history of the characters in the prison and range from the ordinary day-to-day life of the prisoners to capturing the horror of being burned alive in a cell or the terror of sitting in the execution chair awaiting the last breath.



VERSION 1.0

PRISON ARCHITECT

BUILD AND MANAGE A MAXIMUM SECURITY PRISON



For the Version 1.0 launch of Prison Architect we decided to change the main images on Steam. We wanted something that showed the scale of the game. We chose a overview of all the staff. Prisoners are hiding in between with weapons behind their backs, ready for their chance to strike.

12 COMMUNITY PRISONS AND MODS



About Mods and Prisons
We developed the mod and prison sharing systems early in the development of PA and the response from the community was absolutely amazing.

Top: Checkpoint Charlie
By: catch me...

Above left: Star Trek Prison Captain (USS Enterprise)
By: Nexis

Above right: Bullfrog Prison
By: lissa_981



Top: Women's Prison
By: Floccinaucinihilipilification

Above left: The PA Winter Theme Pack
By: RGeezy911

Above right: Papers Please mod
By: Macoron and ksvite

Above: Prisoners of War - Regular Edition
By: Condor, Mr Krabs, lukiono, Venom Snake, TheDumpap, Audric Sword of Scotland and Comrade Pilgrim

To the left: Star Wars - Imperial Architect
By: Vector

13 BUGS

The development of Prison Architect was funded by the community which meant that we sold copies of the game before it was finished. We tried hard to stick to a monthly update cycle and introduce big new features that would be interesting and keep bringing people back to the game.

The issue with such a process is that the odd bug slips through. We tried to stamp on the annoying issues like crashes and platform compatibility as quickly as we could, but that meant that other "less serious" issues would creep into the build. Some of the bugs really made us laugh and luckily the community tended to agree...



Prisoners in permanent solitary/lockdown are not released after serving their time.



Today's bug: Workmen form a union and intimidate guards into doing their bidding.



86 Prisoners arrive, all crammed into a single delivery vehicle.



Infinite prisoners spawning at the world origin! Alcatraz had it easy!



Escaping prisoners run in a hilariously organised line towards the gates.



Army of cleaners! These prisoners sure do love mopping the floors.



Damn it! Prisoners are turning into garden rakes when in the shower. Again.



Messed up the materials data file again. Staff no longer carry the correct equipment.



Prisoners no longer use the same shower head.



Prisoners heads would at times be swapped with other objects.

Prisoners eating while the canteen is on fire.

14 BEHIND THE SCENES



February 2012: First public test of Prison Architect.



March 2014: Exhibiting at EGX Rezzed.



Left: Alistair Lindsay about audio in games.

Before the indie revolution of the new millennium our tag line was "The last of the Bedroom Programmers". A nod back to the developers who made the games we grew up with in the 80s and 90s - tiny teams that produced the innovative, mind-bending and creative titles that inspired us to follow in their footsteps.

The core team of Chris, Mark, John and Tom all met at Imperial College in 1997 and founded Introversion Software in 2001. Almost 15 years later we proudly stand behind our back catalogue of Uplink, Darwinia, DEFCON, Multiwinia and Prison Architect as testament to our belief in making (and only making) Original Video Games.



January 2012: Introversion board meeting.



Minecon 2012: Talking about the backstory of how Prison Architect was made.



Our very talented artist: Ryan Sumo.



Our super skilled designer: Morten Elgaard Pedersen.



May 2015: The Introversion team. From the left: Mark, Leander, Gary, Chris Hastings, Tom, Sam, Chris, Catherine, Finlay, John, Andrew and Alistair.



September 2012: Mark and Tom before presenting at Eurogamer Expo.



March 2015: Prison Architect being demoed in The Indie Chillout Zone at EGX Rezzed in London.



September 2014: Part of the Introversion team (in orange) at Eurogamer Expo. From the left: Andrew, Chris, John, Mark, Leander, Tom and Gary.

NEW RELEASES	TOP SELLERS	COMING SOON	SPECIALS
	Prison Architect STEAMPLAY Early Access, Indie, Simulas... -66% £19.99 £6.79		
	Dark Souls™ II Action, RPG - Released: 24 Apr 2014 £39.99		
	DayZ Action, Early Access, Indie, Massively Multiplayer - Released: 16 ... £19.99		
	Watch_Dogs™ Action, Adventure - Available: 27 May 2014 £39.99		
	Child of Light RPG - Available: 30 Apr 2014 £11.99		

April 2014 Steam sale: Prison Architect is the top selling game. "Shouldn't boast, but this could be the proudest moment in my professional life" - Mark

'15 THE INTROVERSION SOFTWARE TEAM



Chris Delay
Creative Director



Mark Morris
Producer



Tom Arundel
Money Man



John Knottenbelt
Programmer



Leander Hambley
Shambolic Programmer



Gary Chambers
IcePick Programmer



Andrew Lim
Missing Programmer



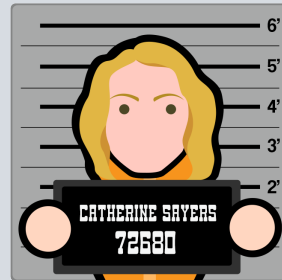
Sam Morris
Customer Support



Will Morris
Stamp Licker



Chris Hastings
Writer



Catherine Sayers
Everything Elser



Alistair Lindsay
Audio Wizard



Ryan Sumo
Drawer



Morten Elgaard Pedersen
Designer



Alex Chapman
Lawyer



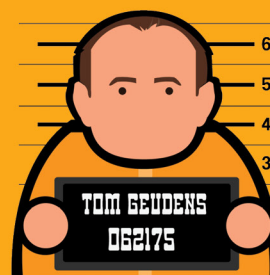
Finlay Curran
Intern

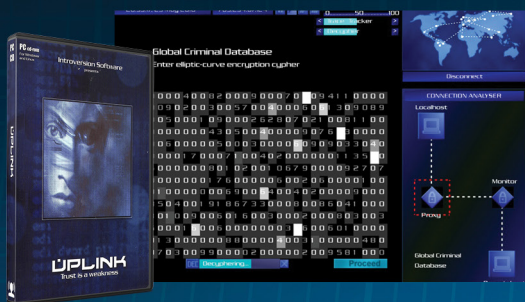
THANKS TO THE COMMUNITY

Prison Architect was brought to you
by the Prison Architect Community.

Without the YouTube vids, tweets, mods,
word-spreading, and of course finance,
there would be no game. To every single
person that participated in our Alpha
we wish to doff our hats on bended knee
and offer our heartfelt thanks...

Al *Alistair* *James* *Bo*
Chris *Mark* *Tom*
Leander *John* *Catherine* *Will*
Morten *Andrew* *Finlay*





Uplink
Trust is a Weakness
2001



Darwinia
A Digital Dreamscape
2005



DEFCON
Everyone Dies
2007



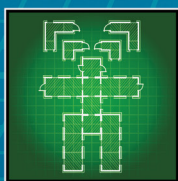
Multiwinia
Survival of the Flattest
2008



Subversion
The Greatest Game that Never Was
Cancelled



Prison Architect
Build and Manage a Maximum Security Prison
2015



INTROVERSION
SOFTWARE